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**(54) SCREEN SCRAWLING METHOD**

**(57) Abstract:**

**PURPOSE:** To intuitively and dynamically vary the speed by setting a system in such a way that scrawling speed increases when a key depressed at the time of starting scrawling is kept depressed, and scrawling speed decreases when a different key is kept depressed.

**CONSTITUTION:** When an upper key 61 is depressed if a scrawling is desired to be executed in the upward direction of a character and a graphic, which are displayed in a screen at present, the scrawling of the screen is started. Scrawling speed is slow at first, and it gradually becomes faster while the upper key 61 is depressed. When a user feels that scrawling speed has come to the optimum in accordance with the purpose of scrawling, the physical condition of the user and the operation speed of hardware at that time, scrawling speed starts to drop gradually if a lower key 62 in an opposite direction is simultaneously depressed or only the lower key 62 is depressed. When the user feels that scrawling speed has dropped too much, the lower key 62 is released, and scrawling speed starts to increase when the system is set to become a state where only the upper key 61 is depressed.

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